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 ... the z-buffer Dual Representations of a **polygon** m normalized ... point then clip Varying intensity m ... m antialiasing **Primitives** composed of ... filter for **circular** pixel ...  
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 ... edge **buffer**. This **buffer** is a structure ... Approximation of **circular** arcs by ... need to clip away parts ... a 3D **polygon** mesh References ... Stolfi. 1985. "**Primitives** for the ...  
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 ... and Z-buffer demo; Using ... with a **Circular** Arc Fillet; ... for Popular **Primitives**; Physically Correct ... for Faster **Clip** Testing; Computing the ... a Spherical **Polygon**; Arcball ...  
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  - [comp.graphics.algorithms Frequently Asked Questions](http://www.faqs.org/faqs/graphics/algorithms-faq/)  
 ... algorithm, and the **primitives** they use. The ... edge **buffer**. This **buffer** is a structure ... Goldapp, "Approximation of **circular** arcs by ... do I clip a **polygon** against a ...  
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 ... for the semi-**circular** terminal on the ... devices, the plot **buffer** is written to ... **primitives**, use pixel **primitives**. Otherwise, if the ... GRPOCL -- **polygon clip**. ...  
[http://bama.ua.edu/~unixinfo/software/pgplot/pgplot\\_help.html](http://bama.ua.edu/~unixinfo/software/pgplot/pgplot_help.html)
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 ... the geometric **primitives** available within ... compute a **buffer** around a ... sdo\_intersection (to clip spatial data ... support **circular** arcs ... linestring, **polygon**, multipoint ...  
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 ... 2 III. Frame **Buffer** Techniques 2 115 ... lines with a **circular** arc fillet 3 ... for popular **primitives** 3 301 X ... for Faster **Clip** Testing Walt ... a Spherical **Polygon** Robert D ...  
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... in a Frame **Buffer**, p. 278-284 ... Lines with a **Circular** Arc Fillet, p ... Volumes for Popular **Primitives**, p. 295-300 ... for Faster **Clip** Testing, p ... a Spherical **Polygon**, p. 132 ...  
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... concentrically larger **circular** disks removed ... to a **buffer**, giving those ... graph to **clip** objects to ... of geometric **primitives**. Finally, the ... walls, as **polygon** meshes ...  
<http://www.movesinstitute.org/~moves/Theses/KimseyChristianson.pdf>
- <http://www.neuro.sfc.keio.ac.jp/~aly/polygon/info/CGRL2.txt>  
... points, data **buffer**, and document ... The graphics **primitives** include user ... log, byteswap, **clip** values at ... elliptical or **circular** aperture ... traced **polygon**. Interactive ...  
<http://www.neuro.sfc.keio.ac.jp/~aly/polygon/info/CGRL2.txt>
- [Citation details: Computer Graphics - Principles and Practice ...](http://citeseer.nj.nec.com/context/15316/0)  
... and uses a **circular** cone instead ... 1) transform, **clip**, and cull ... opaque surface **primitives** would be ... with aZ **buffer**[FvDFH90], and ... each transparent **polygon** in depth ...  
<http://citeseer.nj.nec.com/context/15316/0>
- [Linux Links - The Linux Portal Site:](http://www.linuxlinks.com/Software/Programming/Libraries/Graphics/index.shtml)  
... an algorithm to **clip** two 2D polygons. ... The object and **polygon** classes are ... lines and **circular** and elliptical ... on graphics **primitives** and text ... simple software **buffer**. ...  
<http://www.linuxlinks.com/Software/Programming/Libraries/Graphics/index.shtml>
- [e-Net Systems](http://www.enetabc.com/glossary/glossary-c.html)  
... **clip** mask: In computer ... state information, graphics **primitives**, and non ... such as a **polygon**, for which ... single cut **buffer** is limited ... cycle: A **circular** reference. A ...  
<http://www.enetabc.com/glossary/glossary-c.html>
- [Realsoft 3D Features List](http://www.realsoft3dusa.com/pages/features_list.html)  
... creation of **circular** tube. Full ... as control **polygon**, using triangle ... are geometric **primitives**, which can ... transparency mapping, **clip** mapping ... Z-**buffer**, reflectivity ...  
[http://www.realsoft3dusa.com/pages/features\\_list.html](http://www.realsoft3dusa.com/pages/features_list.html)
- [GameDev.net - DirectX Graphics for Visual Basic Part 1](http://www.gamedev.net/reference/articles/article1308.asp)  
... of it's **primitives** using triangles. But ... to them, **clip** them and draw ... instead of **polygon** – but feel ... a depth **buffer** is attached ... hexagonal or **circular** type shapes ...  
<http://www.gamedev.net/reference/articles/article1308.asp>
- [MicroWindows Architecture](http://www.microwindows.org/microwindows_architecture.html)  
... into a linear **buffer** in memory ... mode, and **clip** region is ... GdFillEllipse, and **polygon** fills with ... the graphics **primitives** available to ... elliptical or **circular** region ...  
[http://www.microwindows.org/microwindows\\_architecture.html](http://www.microwindows.org/microwindows_architecture.html)
- [Polygonal surface models](http://beatrice.gsf.de/~mperzl/papers/phd/polymodel.html)  
... of the frame **buffer** must be stored ... of 6 surface **primitives** (SP) is ... edges for **circular** ones and ... dense irregular **polygon** meshes of ... with an arbitrary **clip** plane is ...  
<http://beatrice.gsf.de/~mperzl/papers/phd/polymodel.html>
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OBJECT-ORDER RENDERING OF ... using the accumulation **buffer** motion blur technique ... it with geometric **primitives** such as ... it using standard **polygon** rendering techniques ...  
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